Abstract

A system for providing a game that simulates the trading of commodities comprising a computer accessible by a plurality of players over a computer network and a database accessible by the computer containing a plurality of

5   player files associated with a plurality of players of the system wherein each of the plurality of player files contains a player portfolio associated with a specific player including commodities and units thereof and a money value. The plurality of player files further contains a player score determined by said computer based on the player portfolio. The system further includes a database accessible by the

10   computer containing a plurality of indications submitted by players of the system to the computer over the computer network. Each of the plurality of indications relates to a bid or offer for a specified number of units of a specified commodity at a specified unit price. A player submits an indication selected from the plurality of indications to the computer over the computer network. Software

15   executing on the computer receives the selected indication from the player, retrieves a player portfolio from the player database corresponding to the player, updates the commodities and units thereof in the retrieved player portfolio to reflect the selected indication, updates the money value in the retrieved player portfolio to reflect the selected indication, and removes the selected indication

20   from the indication database.